IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

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1. (**currently amended**): A method for evaluating plane equations on a patch of pixels, comprising the actions of:

evaluating the plane equations at a base location which is not external to the patch; and

computing plane equation valuation offsets for a plurality of spatial offsets from said base location.

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2. (original): The method of claim 1, wherein said base location is on the patch's boundary.

3. (original): A parallelized method for evaluating plane equations on a patch of pixels, comprising the actions of:

converting the plane equations to a format in which x and y coordinates are referenced to a base location which is within one patch width from the patch being tested; and

computing plane equation valuation offsets for a plurality of spatial offsets from said base location.

4. (**currently amended**): A parallellized method for rapidly testing membership of pixels in a fragment, comprising the steps of:

(a.) defining half-plane membership functions with reference to a base point which is not outside the fragment;

(b.) evaluating said membership functions at a respective base location which is not external to the [[patch]] fragment; and

(c.) clamping extreme values of said membership functions.

5. (**currently amended**): A parallellized method for rapidly testing membership of patches of pixels[[in a fragment]], comprising the steps of:

(a.) defining half-plane membership functions with reference to a base point which is not outside [[the fragment]] a respective patch;

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(b.) evaluating said membership functions in parallel, for pixels of [[a]] said patch; and

(c.) clamping extreme values of said membership functions.

6. (original): The method of claim 4, wherein said clamping step limits dynamic range of said membership functions to less than 10 bits.

7. (original): The method of claim 5, wherein said clamping step limits dynamic range of said membership functions to less than 10 bits.

8. (**new**): The method of claim 1, wherein said plane equations are two-dimensional plane equations.

9. (**new**): The method of claim 1, wherein said patch of pixels holds 16 texels.

10. (**new**): The method of claim 3, wherein said plane equations are two-dimensional plane equations.

11. (**new**): The method of claim 3, wherein said patch of pixels holds 16 texels.

12. (**new**): The method of claim 5, wherein said patch of pixels holds 16 texels.

13. (**new**): A computer graphics system for evaluating plane equations on a patch of pixels, the graphics system comprising:

means for evaluating the plane equations at a base location which is not external to the patch; and

means for computing plane equation valuation offsets for a plurality of spatial offsets from said base location.

14. (**new**): The system of claim 13, wherein said base location is on the patch's boundary.

15. (**new**): The system of claim 13, wherein said plane equations are two-dimensional plane equations.

16. (**new**): The system of claim 13, wherein said patch of pixels holds 16 texels.

17. (**new**): A computer graphics system for parallelized evaluation of plane equations on a patch of pixels, the graphics system comprising:

means for converting the plane equations to a format in which x and y coordinates are referenced to a base location which is within one patch width from the patch being tested; and

means for computing plane equation valuation offsets for a plurality of spatial offsets from said base location.

18. (**new**): The system of claim 17, wherein said base location is not external to the patch being tested.

19. (**new**): The system of claim 17, wherein said base location is within the patch being tested.

20. (**new**): The system of claim 17, wherein said plane equations are two-dimensional plane equations.

21. (**new**): The system of claim 17, wherein said patch of pixels holds 16 texels.

22. (**new**): A computer graphics system for parallelized, rapid testing of membership of pixels in a fragment, the graphics system comprising:

means for defining half-plane membership functions with reference to a base point which is not outside the fragment;

means for evaluating said membership functions at a respective base location which is not external to the fragment; and

means for clamping extreme values of said membership functions.

23. (**new**): The system of claim 22, wherein said means for clamping limits dynamic range of said membership functions to less than 10 bits.

24. (**new**): A computer graphics system for parallellized, rapid testing of membership of patches of pixels, comprising:

means for defining half-plane membership functions with reference to a base point which is not outside a respective patch;

means for evaluating said membership functions in parallel, for pixels of said patch; and

means for clamping extreme values of said membership functions.

25. (**new**): The system of claim 24, wherein said means for clamping limits dynamic range of said membership functions to less than 10 bits.

26. (**new**): The system of claim 24, wherein each patch of pixels holds 16 texels.